



STRATEGY & SOLUTIONS GUIDE

LIGHTS OUT™

PREPARE FOR WHAT HAPPENS AFTER DARK FALL™

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LIGHT OUT™

PREPARE FOR WHAT HAPPENS AFTER DARK FALL™

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There is a chill in the air...the nighttime fog creeps across the coastline...and the Fetch Rock Lighthouse's beacon explodes, illuminating the harbor town of Trewarthan. Behind sealed doors, a citizenship cringes in terror.

An evil presence threatens not only the residents of Trewarthan, but also the past, present and future of Fetch Rock Lighthouse.

Prepare yourself for a journey unlike any you have ever taken as you gradually uncover the sinister secrets of an unspeakable evil that has transformed this scenic seaside town into a nightmare of unspeakable horror.

When all is said and done, will you possess the courage to face the consequences of your actions, or will your nerves and knees buckle underneath the weight of the unknown revealed?

SECRETS OF THE LIGHTHOUSE KEEPERS

- Lights Out is a non-linear adventure, so it is very possible that your path to uncover the truth may not follow the path we have provided in this guide. If you do find yourself momentarily adrift and unable to continue, look in the strategy guide for the area and time period in which you are lost.
- Keep a pencil and paper nearby for you will need to take notes to help unravel the mystery surrounding the Fetch Rock Lighthouse.
- Read every journal, every diary, every notebook and scrap of paper you discover. Take explicit notes of any date, patterns or numbers that are mentioned. What seems unimportant at the time may be crucial later in your journey.
- You cannot die, so feel free to explore every nook and cranny of the Lighthouse and its surrounding environments thoroughly, as you will be returning here numerous times. Many important items are often hidden in the shadows.
- Once you have found the 'ghost goggles' search every area again to reveal clues that were not before visible.

THE CAST

- Benjamin Parker – A young cartographer of the Royal Academy, sent to map the coastline of the harbor town of Trewarthan.
- Polly Hunter – A ghost hunter driven by the belief that she is possessed by the spirit of a murdered man.
- Robert Demarion – Trewarthan town doctor who seems to have an unhealthy interest in the Fetch Rock Lighthouse.
- Oliver Drake – ‘Principal Keeper’ of the Fetch Rock Lighthouse, he was close to retirement before the events of April 29th occurred.
- Robert Shaw – Next in line for the ‘Principal Keeper’ position before his career was cut short by the events of April 29th.
- James Woolf – At age 18, the youngest of the trio of Fetch Rock Lighthouse keepers.
- Magnus Griel - D.E.O.S. base engineer whose decisions in the future will have dire consequences on the past.

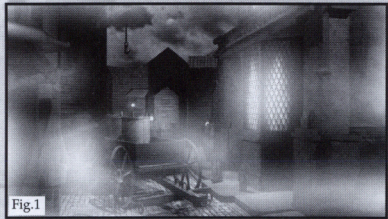
1912 TREWARTHAN

You are Benjamin Parker, a young cartographer of the Royal Academy, sent to map the shifting coastline of the harbor town of Trewarthan. Your life to this point has been nondescript – a progression of missed opportunities and boring work obligations – but all of that is about to change, and it begins with a simple knock at the door of your hut.

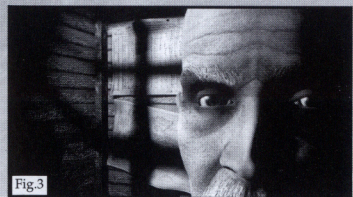
Dr. Robert Demarion – Trewarthan town physician – promised to visit later this evening, and it is he who you are expecting. But strangely there is no one at the other side of the door.

Leave your hut and allow your senses to absorb the soothing sounds of the sea. A lonely foghorn blares in the distance – a warning to ships at sea – and breaks your reverie, reminding you of your purpose.

After your eyes have adjusted to the gloom of the night, study your surroundings (Fig.1). Your hut is next to a cottage at the end of a lane. The lane winds past the Fisherman's Arms and storage huts, ending abruptly at the harbor wall. A small boat is docked in the harbor, but your immediate concern is the whereabouts of your mysterious caller.



Walk back up the lane until you hear a voice from the fish net drying hut to your left (Fig.2). Go inside the door. Hiding in the shadows, is the town doctor, Robert Demarion, whom you had met



earlier that day (Fig.3). But why the secrecy, the subterfuge from such a respected figure? Even though you have reservations, accept his job offer and answer his questions as they are asked. Any answer will do.

The doctor tells the tale of a local lighthouse, rumored to be haunted, and three lighthouse keepers, none of whom are lighting the beacon to warn the passing ships of the fog.

After you've finished speaking to Robert, return to your hut to review your notes since your arrival at Trewarthan.

BENJAMIN PARKER'S HUT

The journals and portfolios scattered about the hut must all be studied before you can proceed on your journey. A work desk to the left holds nothing of importance, except for some sketches tucked above on a ledge. In a weathered wooden storage box next to the bed are some maps of Cornwall that will help you get your bearings for the upcoming boat trip (Fig.4).

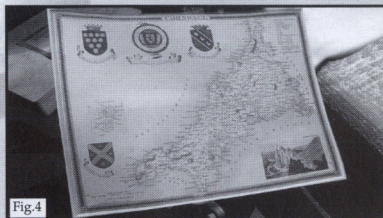


Fig.4

A portfolio case on the bed is filled with sketches of the local residences (Fig.5), and to the right of the portfolio is your journal (Fig.6).

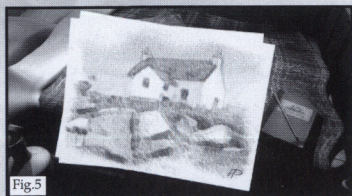


Fig.5



Fig.6

It is just as you remembered. Read The Journal and you will find that the night before – April 29th – you saw something strange while relaxing at the harbor:

Oh, the strangest thing. A blink in the dark! I was standing on the harbour wall, staring out to sea and there it was. The most distant light,

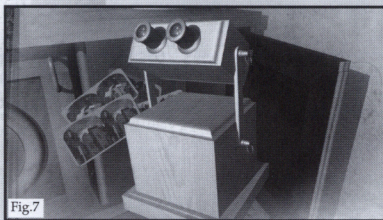
shining out into the gloom. A lighthouse! Most definitely a lighthouse. This is most strange. Why? Well, my friend, because there is no such lighthouse listed on the maps! Ha! Perhaps my work here is not as worthless as I suspected.

It seems that the mystery surrounding the Lighthouse is getting stranger and stranger! Read on to learn of your meeting with Dr. Demarion the morning of April 29th and continue onward until clicking on the final page to be transported to a recollection of Dr. Demarion's kitchen. You will know that you are in the kitchen once the portraits of the birds zoom out. Turn around to face kitchen.

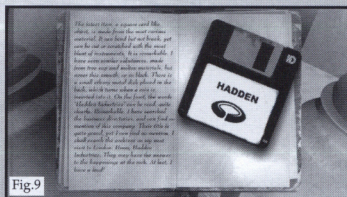
DR. DEMARION'S KITCHEN

Alone in the sun-drenched kitchen, you decide to explore.

On a table on the right side of the room is a note from the cook, a pastry recipe and a cream teas recipe. Inside the bottom of the hutch, left of the table, is a stereoscope and some pictures of Trewarthan that can be viewed (Fig.7).



The mystery deepens as you peek into the larder to the right (Fig.8) where, hidden inside a fudge box, is Demarion's Diary which is concealing a computer floppy disk (Fig.9). Apparently Demarion



found the disk on the island, right before discovering a tunnel leading to a small cavern below the Lighthouse...

The latest item, a square card like object, is made from the most curious material...It is remarkable...On the front the words "Hadden Industries" can be read, quite clearly. Remarkable...Hmmm, Hadden Industries.

They may have the answer to the happenings at the rock. At last, I have a lead!

Add the disk to your inventory and step out the back door beside the sink into the garden. Ignore the noise from the nearby workmen and look to your left to find a door to an outdoor toilet. Inside the toilet bowl (Fig.10) are two rolled



Fig.10

scrolls. Upon further inspection, you discover the author of the scrolls is none other than Dr. Demarion.

My recent visit to the island was productive...but each visit becomes more treacherous. Perhaps it would be better if I employed the services of someone younger, and more adventurous than myself.

Now it is clear why Dr. Demarion approached you later that day. Return to the kitchen and click on the print of the bird on the wall to be returned to your room.

It is now time to board the small boat in the harbor for a fateful trip to the Lighthouse on Fetch Rock.

FETCH ROCK

The short sail was still perilous as the fog rolled across the sea, obscuring all sight. Step off the boat and explore the beach area. Towering above the night sky, obscured in shadow, is the Lighthouse – unlit and seemingly unmanned (Fig.11).

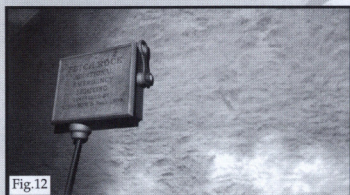


Fig.11

Climb the slippery, stone stairs leading to the Lighthouse (from your boat walk up, turn left, go up once, turn left 3 times, and you will see the stairs). The door to the entrance hut is shrouded in darkness and there is no sign of life inside.

Off to the left of the entrance is a short walkway where a wind turbine rotates quietly in the night breeze. From the base of the turbine a small cable leads to the emergency lighting switch

(Fig.12). Activate the switch and power will now be generated to the Lighthouse. Before entering the hut, note there is a hidden ladder behind the emergency lighting switch (Fig.13); you'll be climbing down later (you will not be able to go to the ladder until after you've explored the Lighthouse).



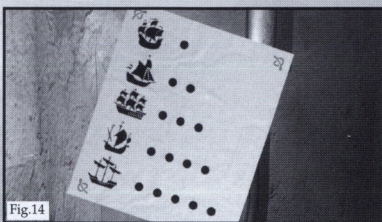
THE LIGHTHOUSE

The Boiler Room

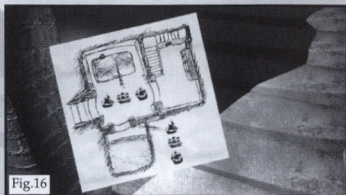
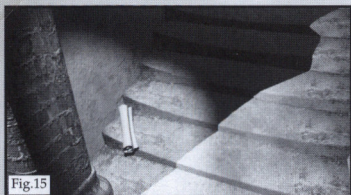
Once inside the Lighthouse, feel free to explore it thoroughly from top to bottom as you will be returning here many times.

Follow the steps down through the archway into the Boiler Room; it seems the boiler will need to be reactivated if you are to restore power to the rest of the Lighthouse.

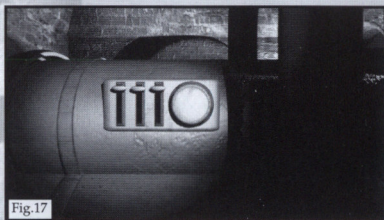
A doorway across from the boiler leads into the Coal Storage Room. On the inside wall is a communication naval blower that can be used to speak to the keepers elsewhere in the Lighthouse. Remove it from its cradle; there is no human sound from the other end, but tucked behind a corner of the blower is a slip of paper. On the paper are two sequences of ship symbols that seem to correspond to a series of dots (Fig.14). Use your lantern to illuminate three power taps on the opposite wall. Pressing them seems to have no effect.



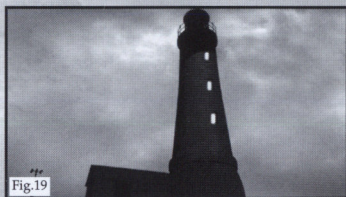
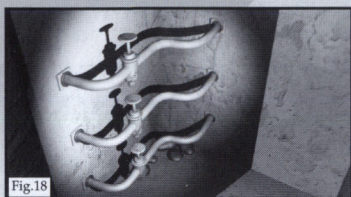
Exit the Coal Storage Room and look towards the archway you came down. Use your lantern to reveal a scroll that has rolled into the shadows (Fig.15). Unrolling the scroll reveals a sketch map of a Boiler Room. It has a vertical and horizontal sequence of ship symbols (Fig.16).



According to this scroll, there must be a way behind the boiler. Move to the right side of the boiler and use your lantern to illuminate the darkness. On the back of the boiler are three switches. From the information obtained on the slip of paper behind the boiler, you can now decode the sequences of symbols from the scroll. Press the switches



(Fig.17) in the order of Middle-Right-Left (2-3-1). This will prime the boiler. You can now turn on the power. Go back to the coal room and shed light on the power taps (Fig.18). Press them in the order of Middle-Bottom-Top (2-3-1) to force electrical current throughout the Lighthouse (Fig.19). You are now free to explore the rest of the Lighthouse.



The Storeroom

Beyond the boiler, to the right, is a disorganized Storeroom that demands some attention, but there seems to be nothing of immediate importance either with the Storeroom or the door underneath the stairs.

Climb the stairs to the smashed door and push it open to continue following the spiral stairway to the first landing.

The Crew Room

Examine the articles at the top of the landing and then go through the door on the right into the Crew Room.

The room is empty and looks as though it was vacated in haste. Still hot meals sit uneaten on the table and steam rises from a boiling pot on the stove (Fig.20). Scattered around the room are some recipes and a list of chores.

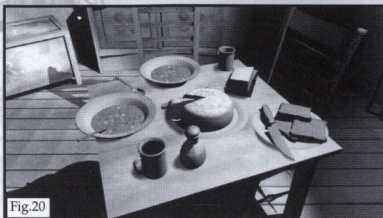


Fig.20

Inside a trunk on the left side of the room is a secret compartment (Fig.21) concealing another scroll. The scroll depicts a series of numbers beneath four star-like symbols and the name of one of the keepers – Drake (Fig.22). Go around the table to the right to get to the trunk.

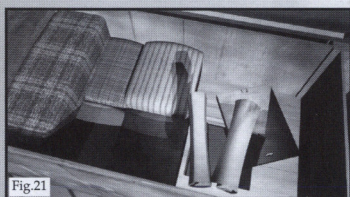


Fig.21

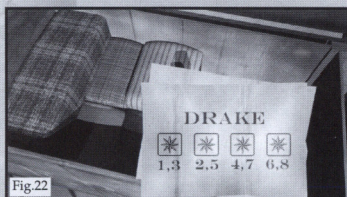


Fig.22

Return to the landing. Before you leave, take a moment to listen to the blower to the right of the door, and then climb the stairs to the second landing.

The Crew Bedroom

At the top of the landing is a variety of paintings and books that feed the intellectual interests of the lighthouse keepers. Through the door and to the right is the Crew Bedroom.

The sleeping quarters are also devoid of any signs of life and a large bunk bed dominates the right side of the room. Tucked under the pillow of

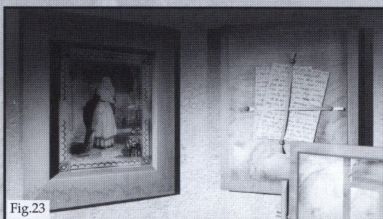


Fig.23

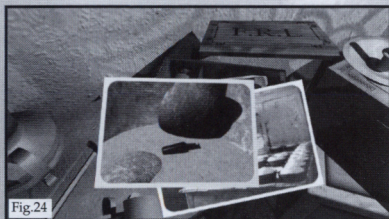
James Woolf's bottom bunk is a letter from Beatrice, his fiancée. Another letter is concealed behind the painting above the right side of the dresser (Fig.23) and, most mysteriously of all, is an unsent letter from Drake inserted behind the back of the mirror on the dresser:

This night brings new terrors

The situation has become impossible, my mind can not cope with the horrors that assault my mind, and now my eyes. Drake is possessed by the devil himself. I have seen him change before my very eyes. One minute he was as normal as you and I, and then...well...he changed. He lit up, as if aflame with some unearthly light from hell itself...

Can this be true!? If so, it could explain the disappearance of the keepers.

Before leaving the Crew Bedroom, open the small box to the right of



the violin and take note of the photograph of the bottle (Fig.24). Next to the door leaving the room is another blower; you will need to use the lamp to see it. The noises emanating from this one are decidedly not human!

Drake's Room

Climb the stairs to the third landing - ignore the ladder on the far wall for now – and approach Drake's Room on the right.

On the door is a panel adorned with four star-like images. The paper marked "Drake" that was discovered in the secret compartment in the Crew Room trunk contains the combination. To unlock the panel, click on the stars in the order indicated from left to right.

From left to right:

Click the 1st star

Click the 2nd star

Click the 1st star

Click the 3rd star

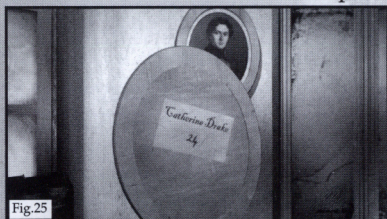
Click the 2nd star

Click the 4th star
Click the 3rd star
Click the 4th star

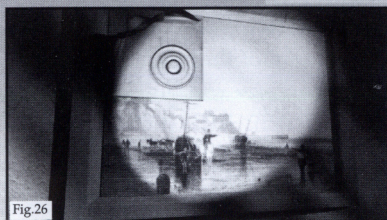
Drake's Room is that of a man with a lifelong love of the sea in his blood. A journal on his desk is a written record of a man slowly descending into madness.

Now I must go to the dark place. My final transformation is near. I shall be bright, and glorious, and serve my master. The others life must end. The energy is needed, the bridge to Parker must be built. His mind must be prepared. The task ahead is daunting. So much work, so much to prepare. I shall wait for Parker...Here in the lighthouse...I shall watch from the dark corners, and make my move when he is least aware...

How could Drake be aware that you would be coming? Is this maybe a trap set by Dr. Demarion and, if so, for what reason? This room deserves some further exploration.



Hanging on the wall are two small portraits of Drake's children; concealed behind each portrait is the name of the child and their age – William Drake, 18, and Catherine Drake, 24 (Fig.25).



Illuminate the large painting above his bunk with your lantern. Under the top of the left-hand corner of the canvas is a button that, when pressed, unlocks a drawer beneath the bunk (Fig.26). Hidden inside this drawer are partial maps of

the isle and what looks to be a secret location that can be accessed from the ladder spotted earlier near the emergency lighting switch. If these sketches are to be believed, then there is a path from the back of the Lighthouse that leads into the rocks (Fig.27). There is also a sketch of four colored boxes in front of the lighthouse – Purple, Green, Yellow, and Blue. Make note of the order of the colors (Fig.28).

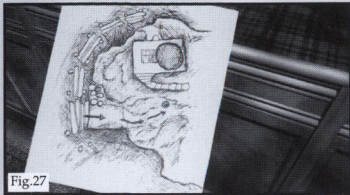


Fig.27

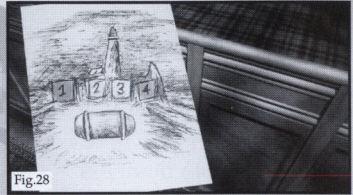


Fig.28

Finally, open Drake's closet and, using your lantern, look inside for a secret cupboard, the combination of which you have not yet found (Fig.29).

Exit to the third landing and climb the ladder to the Lamp Room. You may listen to the blower before exiting Drake's room.



Fig.29

The Lamp Room

At the top of the ladder is the enormous beacon that serves as a warning to ships at sea. To your right are two levers that control the rotation of the lamp when it is lit and a handle that, when pulled, blows the foghorn (Fig.30). Facing the levers click once to the left, go straight, turn to the left once again and go straight. Your cursor will change to the magnifying glass near the bottom of the screen. Click on it and you will find a hatchway that leads to an outside balcony where both the foghorn and bell can be examined more closely.

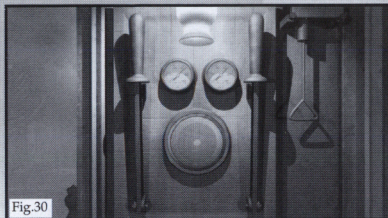
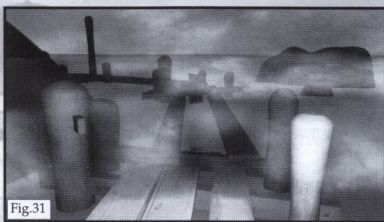


Fig.30

Now that the Lighthouse has been fully explored, return to the ladder near the emergency lighting outside the lighthouse entrance. To get back to the entrance take the ladder from the lamp room back down to the landing in front of Drake's room. Follow the spiral staircase all the way down, through the boiler room and then out the door to the outside of the lighthouse. Go to the ladder on the right of the entrance door.

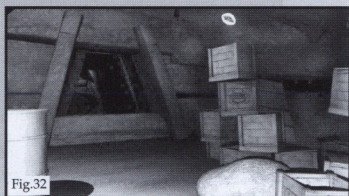
The Jetty

Climb down the ladder and follow the jetty walkway through the fog around the edge of Fetch Rock Isle (Fig.31) and past some cargo on the quayside platform. Once you cannot go any further, turn right 3 times to discover the hidden opening of the Smuggler's Cave.



Smuggler's Cave

Work your way through the Cave – ignore the water-damaged cargo scattered haphazardly about (Fig.32) – until you find what appears to be a man-made tunnel. Crawl through this tunnel until you reach a point where it looks as though it has collapsed. Before you can turn around, a fascinating but peculiar assortment of lights flickers incessantly across the tunnel wall (Fig.33). Once the light show has ended, retrace your path through the tunnel and exit through the mouth of the Cave into...



Somehow the Cave looks different; the cargo has almost magically disappeared and the floor of the cave is flooded.

Upon exiting the cave you will see that not only has the view changed, it is now daylight. It looks like Fetch Rock, but is it the same year? Strangely, not only does the isle appear deserted, but it seems as though the Fetch Rock Lighthouse has been transformed into a tourist attraction.

To your right is a modern-looking sign directing the way to different locations. Follow the signpost in the direction of the Picnic Area (Fig.34).



Fig.34

Picnic Area

What once was the jetty passage and quayside platform has been transformed into a Picnic Area bordered by iron railings. At one end of the platform is a telescope mounted on the deck, and at the opposite end, a structure which is the Discovery Center. Turn around and look upwards towards the Fetch Rock Lighthouse – it is still there, but it looks as though it too has somehow been transformed (Fig.35).



Fig.35

Cross to the telescope (Fig.36). It can be moved on its swivel base, but the view through the lens is dark. It looks as though there is a slot where a coin can be inserted to use the telescope.

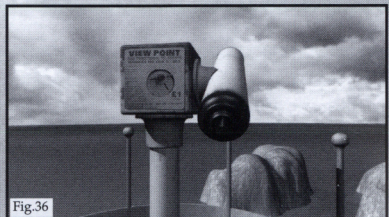
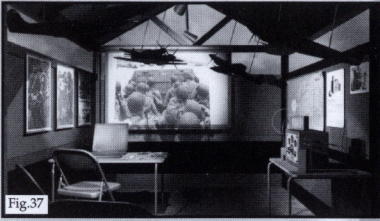


Fig.36

Enter the Discovery Center. On the far side of the room is a slide machine flipping through black-and-white scenes from D-Day (Fig.37). Next to the slide machine is a contraption we recognize as a disk drive that looks as though it would accept the floppy disk

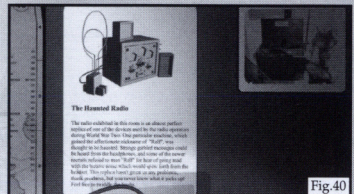
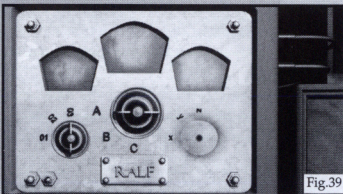


you found in Demarion's kitchen in 1912.

Insert the floppy disk into the portable drive and a laptop on the table will show a strange wave file. Click on play to hear a distorted message (Fig.38).



On the opposite side of the room is a replica of one of the devices used by radio operators during World War II, but it looks as though an important knob is missing (Fig.39). An information sheet on the wall outlines the history of this particular 'haunted radio' (Fig.40).



Though this area will be of great importance later, there is nothing more to be accomplished here at the moment, so return to the signpost outside the cave entrance.

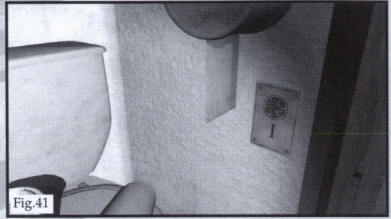
The Fang Rock Crossroads

From the signpost, travel towards the Fang Rock Crossroads, where you now have the option to visit four different areas: the Café, the Toilets, the Landing Station and the stairs that lead to the Lighthouse.

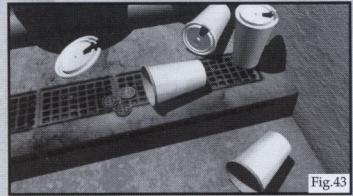
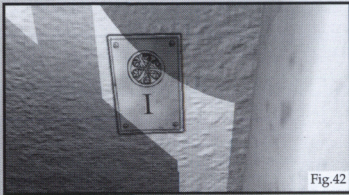
Visit the Toilets first.

The Toilets

The Toilets are split into two sections, men and women. First, visit the women's toilet on the right. In the right cubicle is a strange plaque beneath the toilet paper dispenser (Fig.41). Make note of the plaque symbols and the Roman numeral I.

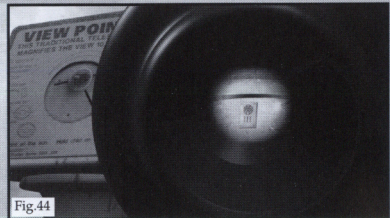


In the men's toilet on the left, there is another plaque beneath the sink (Fig.42). Again make note of the symbol and Roman numeral I. Next, look under the plastic lid beneath the urinal to find a few loose coins (Fig.43) and then return to the Picnic Area.



The Picnic Area

Insert the coins you found in the men's urinal in the telescope and then adjust the telescope from left to right until you spot another plaque on the side of the Lighthouse (Fig.44). After noting the symbol and Roman numeral III, return to the Fang Rock Crossroads and then proceed to the Café area.



The Café

The Café is closed and there is little else of interest in this area, so return to the Fang Rock Crossroads, and from there go to the Landing Station.

The Landing Station

The Landing Station is the same area where you first landed your

boat back in 1912. Stop at the ticket booth that leads onto the Landing Station. Inside, out of your reach, is a piece of paper tacked to the far right wall. You'll need to find something to extend your reach.

Continue through past the booth to the Landing Station. Another plaque is attached to the concrete nylon base to the left of the ticket booth (Fig.45). After noting the symbol and Roman numeral II, search the dock until you find a wooden pike. Return to the ticket booth and use the pike to spear the paper from the wall (Fig.46).

The paper appears to be a combination – 5-5-8-2 – and it is dated 29/04/04 (Fig.47). ninety-two years to the day after your arrival at the Lighthouse!

It's time to climb the stairs to the Lighthouse and shed some light on this mystery.

The Lighthouse Gift Shop

The door to the Lighthouse Gift Shop is locked by a combination lock system, but the lock looks exactly like the drawing on the paper you retrieved from the landing station ticket booth (Fig.48).

Number the buttons of the combination lock from top to bottom as 1- 8 and then press 5-5-8-2. The door will swoosh open. You can now enter the Fetch Rock Lighthouse Gift Shop.



Fig.45



Fig.46

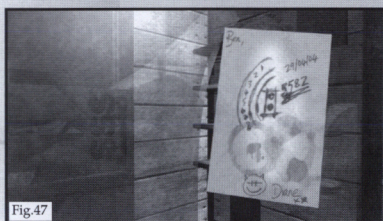
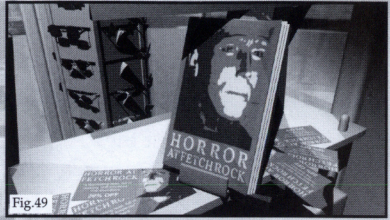


Fig.47



Fig.48

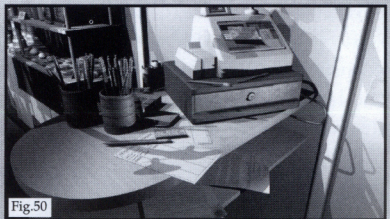
The interior of the Gift Shop is a cornucopia of lighthouse related memorabilia and reading material. Explore the various interesting objects. Of most importance is a book titled *Horror at Fetch Rock* (Fig.49), which is located by the CDs (you can listen to 3 of the different titles).



The contents detail the events of that night many long years ago in 1912 when you, Benjamin Parker, first sailed to the Fetch Rock Lighthouse. The lighthouse crew were never seen again after that night. During an inquest into their disappearance it was determined that mercury vapors from a broken lamp had driven you to madness. You then murdered the crew, hid their bodies, and threw yourself from the top of the lighthouse, where your body was claimed by the churning sea.

Now, after over 90 years, new information has been uncovered which may clear your name of this infamous deed. A transcript from a newly convened inquest reveals that this new information was discovered when the combination to Drake's secret cupboard was broken. By adding together the birth years of Drake's son and daughter – whose ages during the year 1912 were scribbled on back of their portraits – and then using the prefix of 'R', the code was broken. But how will you ever be able to view the contents of that secret cupboard from the past?

Continue to search the Gift Shop until you find a note about Polly White under the cash register (Fig.50). Miss White is a ghost hunter who believes she is possessed by the spirit of murdered lighthouse keeper James Woolf. She has traveled to



Fetch Rock and requested to spend a night alone in the Lighthouse. As the tourist attraction is temporarily shut down due to some 'supernatural' occurrences, her request was grudgingly granted.

But where could this woman from your future possibly be, and does she really possess information on what happened that fateful night back in 1912?

You'll have to search the rest of the Lighthouse, so push aside the red curtain to the right of the cash register and go down the stairs to the Boiler Room.

The Boiler Room - 2004

The old Boiler Room has been totally renovated and is almost unrecognizable. Numerous

exhibits and photos outline the gruesome history of the lighthouse. Most intriguing is an entire section devoted not only to the three missing lighthouse keepers, but also the history of you, Benjamin Parker (Fig.51). Next to the entrance archway is a photograph of the Boiler Room as it looked back in 1912.

On a bench across from the coal storeroom is a backpack. Tucked inside the top left pocket of the backpack is Polly White's identification card (Fig.52) and in the bottom compartment, her journal entries and a

tape recorder concerning the recent supernatural occurrences at the Lighthouse. In the top right compartment, a digital camera provides first-hand evidence of sightings. But Polly is nowhere to be found.

Finally, face the entrance to the Storeroom and use your lantern to illuminate the bottom right side of the archway and another plaque. Once again, take note of the symbol and the Roman numeral C (Fig.53).

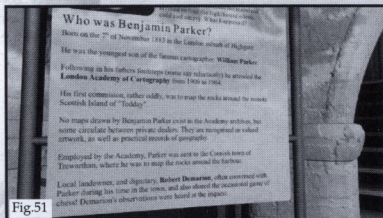


Fig.51

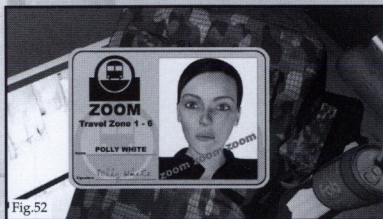


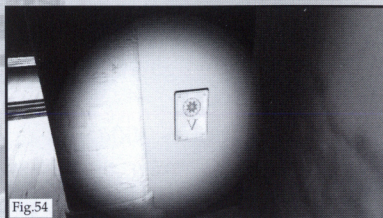
Fig.52



Fig.53

The Coal Storage Room - 2004

Turn to the opposite side of the room. The small Coal Storage Room is now dominated by the restored Lighthouse lamp seen previously at the top of the Lighthouse. A chair in the corner not only offers a welcome - and too brief - respite, but also provides a view of a dark corner near the interior archway. Click once ahead and use your lantern to reveal yet another plaque (Fig.54).



Return to the Boiler Room and then through the arch into the Storeroom.

The Storeroom - 2004

The Storeroom also has been restored and is dominated with artifacts and information boards that detail that fateful night from 1912. Absorb the material and then climb the staircase to the first landing.

The Crew Room - 2004

At the top of the first landing, the Crew Room has been replaced with a fascinating interactive exhibition piece that can be viewed by pressing a button (Fig.55). This reconstruction provides a glimpse into how historians have interpreted the events of that night.



On the far wall is a photograph of how the Crew Room looked back in 1912.

Examine one of the leaflets on the chair and then climb the staircase to the second landing.

The Cafeteria

The top of the landing is a photographic montage of the history of the Fetch Rock Lighthouse.

The Crew Bedroom on the second landing has been converted into a modern day cafeteria (Fig.56). Step inside, but not too far, as your presence seems to have awoken some spirits that were better left asleep.

Exit the Cafeteria and climb the stairs to the third landing.

Drake's Room – 2004

On the wall of the landing hangs the bell that formerly hung outside the Lamp Room. Look behind the bell to find another plaque and again take note of the symbol and Roman numeral VI (Fig.57).

The combination lock to Drake's Room has been replaced by a key lock. Look through the keyhole – there is an eye peering out at you! It's Polly White; she has been watching your every move through her spectral goggles (Fig.58).

She speaks to you and asks if you are Benjamin Parker. A mouse click on the left side of the door knocks once for yes. A mouse click on the right side of the door knocks twice for no. Click on the left side of the door.

Polly will then ask if you mean to do the same thing to her that you did to the 1912 crew of the Lighthouse. Click on the right side of the door to respond in the negative.

Once she is satisfied that you mean her no harm, Polly will slide a note under the door

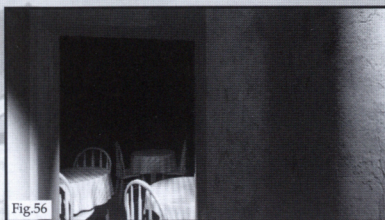


Fig.56



Fig.57

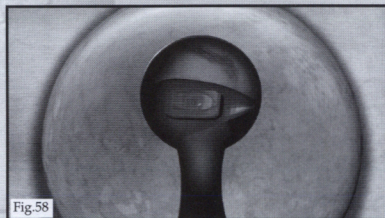


Fig.58

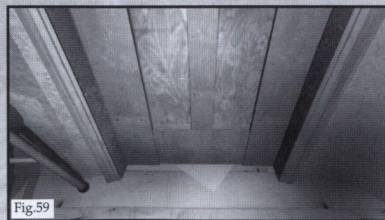


Fig.59

(Fig.59). It is a map upon which important locations have been sketched; most notable is a strange item in the Discovery Center (Fig.60).

Before revisiting the Discovery Center, go up one more level to the old Lamp Room.

The Lamp Room – 2004

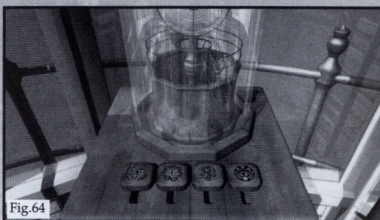
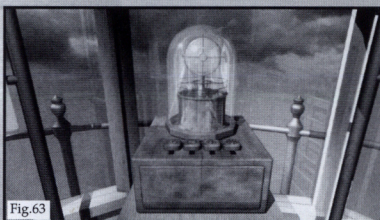
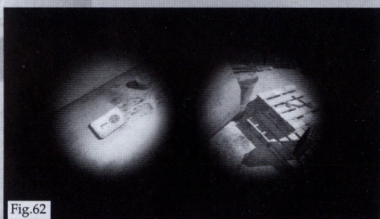
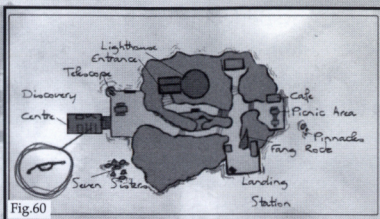
The Lamp Room has been converted into a gallery space with showings of artists' works. A mannequin of a lighthouse keeper from 1912 overlooks the harbor through a pair of binoculars (Fig.61).

Look through his binoculars. On top of the large red oil tank at the Landing Station is another plaque. Make note of the symbol and the Roman numeral L (Fig.62).

Read the leaflet describing the exhibit and then turn your attention to the miniature model of the Lighthouse lamp inside a bell jar on a wooden box (Fig.63). Upon closer investigation, it is a puzzle box, but what is it hiding?

The Puzzle Box

In front of the Lighthouse lamp model are four buttons, each engraved with a different symbol that corresponds to the plaques placed around Fetch Rock (Fig.64).



The puzzle box can be opened by pressing the appropriate symbols in order of their corresponding Roman numerals in ascending order.

The correct order to press the buttons from left to right is:

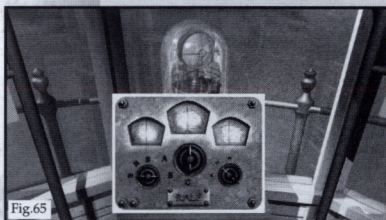
Button 3 with the flowers/hearts symbol

Button 1 with the triangle middle

Button 4 with the irregular circles

Button 2 with the bumps around the circle

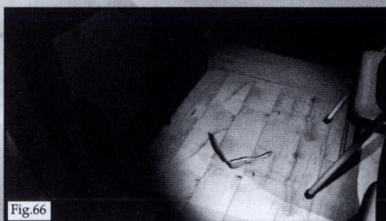
The puzzle box drawer will slide open revealing a photograph of the radio from the Discovery Center and the missing knob (Fig.65). Take note of the position of the dials in the photograph.



Now would be a good time to return to the Discovery Center to search for that mysterious object noted on Polly's map, and to try the radio dial.

The Discovery Center

Back in the Discovery Center; search the area with the folding chairs until you find a dark corner behind the chairs that can be illuminated by your lantern (the icon will not be shown to use the lantern but it is needed to find the spectral goggles). Discarded in the darkness is a pair of spectral goggles similar to those that Polly was wearing (Fig.66). Add them to your inventory.



Cross to the radio and click on the missing dial. You can now set the coordinates of the radio to match those of the photograph found in the puzzle box.

Turn the dials starting from the left until the first line is horizontal, the middle line is vertical, and the third line is diagonal to the left (Fig.67).

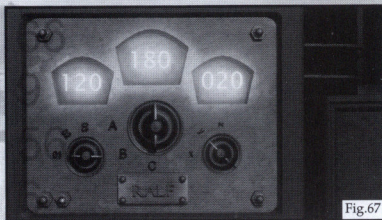


Fig.67

Put on the goggles when the radio beeps to hear a strange, distorted message as the radio glows a ghastly shade of green. You will also see the numbers 120, 180 and 020, which you will need later on in your journey.

From this point on, any object, photograph, etc. that beeps when you click on it will either provide some clue to the mystery of Fetch Rock Lighthouse or a portal to the past, present or future of Fetch Rock.

Use the goggles to return to 1912 and search the contents of Drake's secret cupboard. To do so, you must know the exact location that will serve as a portal back to your era. You can either re-explore the Lighthouse on your own to discover every spot where the goggles can be used, or you can consult the handy chart below:

Where to Use the Goggles in 2004

For Time Travel

- Boiler Room – Touch the photograph of the Boiler Room as it was in 1912 to be transported back to the 1912 Boiler Room.
- Discovery Center – Touch the photograph of the Spitfire (airplane) to be transported to the Lighthouse Kitchen (now known as D.E.O.S.) of 2090AD.
- First Landing – Touch the photograph of the Crew Room as it was in 1912 to be transported back to the 1912 Crew Room.
- Second Landing – Touch the photograph of the Lighthouse entrance hut as it was in 1912 to be transported back to the 1912 Lighthouse entrance.

For Unusual Energy Readings

- Cave – A view of the moving water shows a green colored symbol. Make a note of this symbol and its color.

- Discovery Center – A photograph shows a ghost pilot leaning against his plane. The plane propellers glow in the shape of the letter 'Y'. Make note of this for later.
- Discovery Center – A ghostly figure appears in a crowd of people in the photograph exhibit.
- Discovery Center – The haunted radio emits a strange, distorted message.
- Exhibition Room – From the stairs looking towards the four display cases, listen to the visual energy links revealed by the goggles.
- Exhibition Room – The carved figure in the glass case speaks with the voice of its owner, James Woolf.
- First Landing – Explore the screen of the display board for messages from James Woolf.

Now, choose a photograph to return to the year 1912 and Drake's Room.

1912

The important points for this era are listed below:

Where to Use the Goggles in 1912

For Time Travel

- Boiler Room – Touch the wall behind the boiler to be transported to the Lighthouse Basement of 2090AD.
- Crew Bedroom – Touch the photograph of the bottle to be transported to the second landing of the Lighthouse in 2004.
- Drake's Cupboard – Touch the photo of the reeds to be transported to 2090BC Fetch Rock.

For Unusual Energy Readings

- Crew Room – Listen to the voice of James Woolf from the cupboard.
- First Landing – Examine the 1912 book to hear another strange message. The book will glow with 3 sets of numbers - 160, 140, and 090 - that must be noted.

- First Landing – Click on the map to see a large ‘X’ that must later be combined with the numbers from the 1912 book.
- Lamp Room – Face the ladder to see an image and hear the ghostly voice of Robert Shaw.
- Lamp Room – Look up at the lamp lens when standing in front of the map and take note of the yellow colored symbol.
- Stairs Down From the Second Landing – You will see a ghostly image appear.

Drake’s Room

Go back to the boiler room from the Gift Shop. Climb the stairs to the left of the sign post that shows the washrooms and picnic area.

To get back in, press code 5-5-8-2. Go through the red curtain and go down the stairs. Now touch the picture of the boiler room as it was in 1912 to be brought back to the 1912 boiler room using the googles. Find your way to Drake’s room by going all the way to the top of the stairs.

Use the combination again to unlock the door to Drake’s Room.

From Left to Right

Click the 1st star

Click the 2nd star

Click the 1st star

Click the 3rd star

Click the 2nd star

Click the 4th star

Click the 3rd star

Click the 4th star

Cross to the closet and use the lantern to illuminate the secret cupboard. We now know the key to the combination as provided by the Horror at Fetch Rock book. First enter the prefix of ‘R’. As the son William was 18 in 1912, his year of birth is 1894. Catherine, the daughter, was 24, so her year of birth is 1888. Added together the total is 3782. Enter R-3782 and the secret cupboard will open to



Fig.68

reveal a photograph of a reedy swamp (Fig.68). When it is touched while wearing the goggles, it will transport you back to the 2090BC, long before the existence of the Lighthouse.

Touch the photograph.

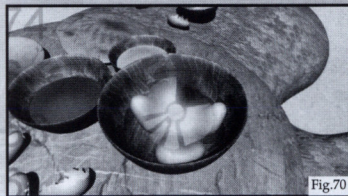
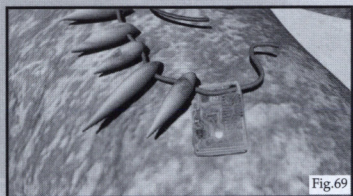
2090BC

This is Fetch Rock back in the Bronze Age, long before the Lighthouse was built.

Follow the reeds to the sandbank where animal skins are sketched over racks, drying in the sun. A small cluster of tents is visible through the reeds to the left of the racks. Go to the tents.

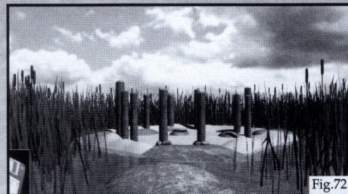
Though smoke still drifts lazily from a recent fire, strangely, this tent settlement appears as devoid of life as it was in 1912 and 2004.

Explore the settlement for clues as to why you have been transported to this era. A couple of electronic items are incongruous to this period of time (Fig.69). On a table is a bowl of eggs that show a blue colored symbol when the spectral goggles are worn (Fig.70).



The Seahenge

Before exploring the rocks, follow the passage between the two huts on the right (Fig.71). A pathway skirts around the edge of the water to the left and across some smooth, flat rocks on the right until it reveals a man-made circle of stone posts known as a Seahenge – a unique Bronze Age timber circle with two stones (Fig.72).



Clearly, this is some sort of primitive, ritualistic area. Upon closer investigation of the large flat stone the goggles begin to beep, and as the stone glows with a letter 'Z' (Fig.73) a ghostly voice addresses you as 'map man'.

Use the goggles on the surrounding posts. They are also glowing and each post is inscribed with a 3-digit number – 150 (Fig.74), 180 (Fig.75) and 110 (Fig.76). Take note of the numbers and then return to the settlement.

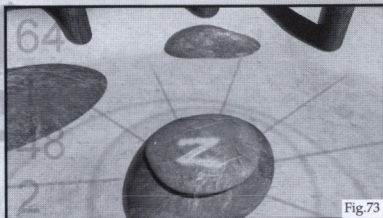


Fig.73

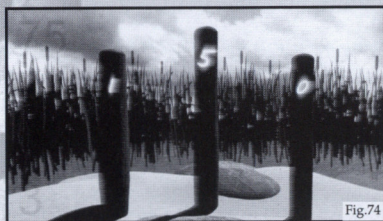


Fig.74

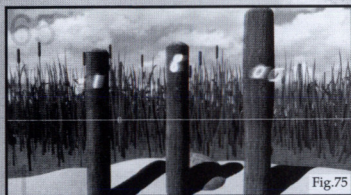


Fig.75

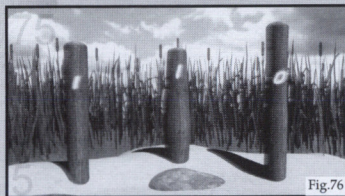


Fig.76

The Rocks – 2090BC

Go back to the huts and north towards the Rocks. Though the Lighthouse has not yet been built, the surrounding area should be very familiar. To get to the Cave from in between the Rocks, go forward once, turn to the left, then move forward 3 times, then turn right, then turn right again. Before entering the Cave entrance look up towards the stacked pile of stones on the top right, and climb up (Fig.77). Then look downward to find another floppy disk that can be added to your inventory (Fig.78). Scamper down to the Cave entrance. To go into the Cave, you need to go forward twice, turn right 3 times, and go forward 3 times.



Fig.77



Fig.78

The Cave – 2090BC

The Cave is flooded as in 2004. Follow the tunnel until reaching a junction with passages that veer to the left and right.

The passage to the left leads to a small cave full of bowls used for offerings and rituals. Follow the passage to the right.

The right passage leads to a watery cave where a curious, metallic device is perched upon a small island (Fig.79). Surrounding the device are bowls that were likely left as offerings. Cautiously approach and then touch the device – a panel slides open revealing a screen and the words #4 deos/malakai (Fig.80).

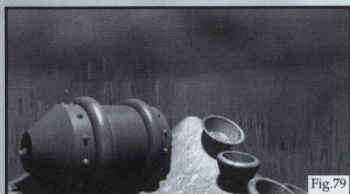


Fig.79

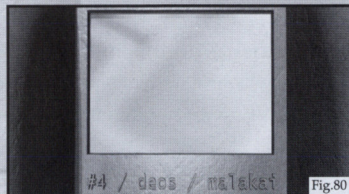


Fig.80

Touching it again initiates an interactive interface that displays a date and time at the top. Three groups of numbers with X, Y, Z coordinates follow, and then four colored symbols, some of which are familiar (Fig.81).



Fig.81

While some of the symbols and coordinates on the screens seem familiar, you still don't have enough information to accomplish anything here, so return to the settlement.

From the settlement, return to the reeds and click the screen where

you first entered this age to return to the Fetch Rock of 1912. To return to the reeds, stand facing them in the area where the bowls of food and the spears are. Click forward once, then right once, forward once and straight 3 times. Scroll to the right in the reeds until the glasses beep to be transformed back.

1912

Drake's Room

The next move is to find out what is on the floppy disk from 2090BC which makes it necessary to return to the Discovery Center in 2004. Go to the Crew Bedroom, open the wooden box, click to open it and touch the photograph of the bottle to be transported to the second landing of the Lighthouse in 2004.

2004

The Discovery Center

From the second landing, make your way outside to the Discovery Center. Use the new floppy disk with the laptop and the screen will display a picture of a robot and a color palette with the pink color highlighted (Fig.82). Note the order of the colors.

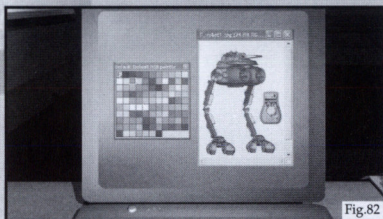


Fig.82

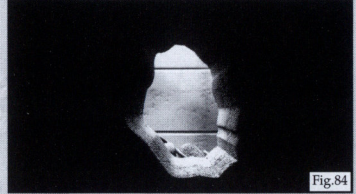
Now travel back to 1912. Therefore, return to the Boiler Room through the gift store remembering the code 5-5-82. Touch the photograph of the Boiler Room as it was in 1912 to be transported back to the 1912 Boiler Room. Now touch the wall behind the boiler (click the wall behind the boiler. Use lamp, turn left once, go straight and right once) to be transported to the Lighthouse Basement of 2090AD.

2090AD

The Boiler Room – 2090AD

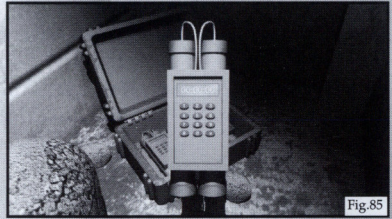
The Boiler Room is dark and partly submerged in water. The entire bottom level of the Lighthouse is in rubble and many of the archways are filled in with debris and rocks.

The stairs leading to the Lighthouse are impassable, but the small archway underneath the stairs is accessible (Fig.83). Inside the flooded archway there is a small passage that is just large enough to fit through. Follow the passage until you see a red glaring hole that looks as though it was blasted through the wall (Fig.84).



The Service Landing

Climb through the hole. On the right side is the device that must have been used to blast the wall (Fig.85). Follow this corridor to the left until you reach a ladder. A quick examination of the area reveals that you are on a grill walkway over an elevator shaft.



The Elevator

Climb down the ladder until you reach the top of the Elevator. Turn around and once you see the hatch; the icon will change to an arrow. Click on the arrow to get down from the ladder (Fig.86). It looks as though someone was repairing the Elevator and left their tool kit behind. Next to the toolbox is a D.E.O.S. name tag belonging to Base Engineer Magnus (Fig.87). D.E.O.S. is the same name that was identified on the strange metallic object back in 2090BC. Open the tool kit and add the laser screwdriver to your inventory (Fig.88).

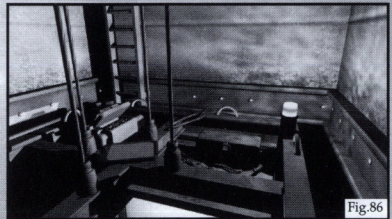




Fig.87

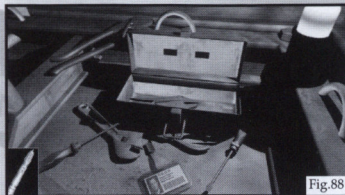


Fig.88

Climb down the hatch into the interior of the Elevator and then exit into the Red Corridor.

The Red Corridor

Follow the Corridor, investigating the area as you proceed (Fig.89).

Read through the diary entries on Maria Ortega's PDA left behind on one of the cases. It verifies that you have been whisked to the year of 2090AD. The diary mentions that the crew had been having problems with another



Fig.89

member named Magnus, who you recognize from the name tag on the Elevator. Today's date is April 29th, the same date you disappeared in 1912 and the same date you visited in the year of 2004.

Decontamination Room

At the end of the Red Corridor is a Decontamination Room that sanitizes you before entering the next room.

Cargo Room

This room is scattered with cargo and unfamiliar technological parts. The exit, though, is sealed tight and there is seemingly no way out of this room. The view out of the windows shows that this room is under water (Fig.90). Opening the windows is not an option. To the right of the sealed door is an air vent hatch. Though

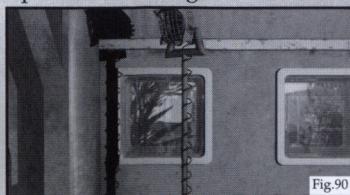


Fig.90

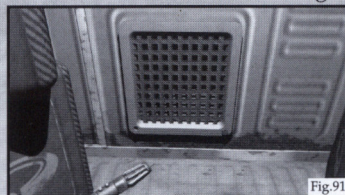
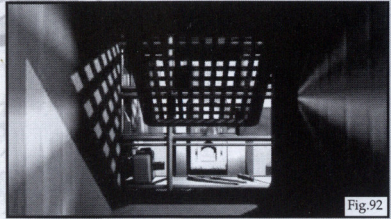


Fig.91

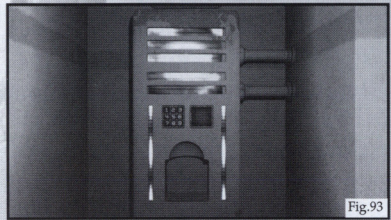
it also is sealed tight, your laser screwdriver can be used to unscrew the bolts so that you can enter the air duct (Fig.91).

Use your lantern to light the path ahead as you crawl through the air duct. A junction in the duct leads to the left and right. The path to the right is a dead end, but the left passage leads to another grill that you can climb out into a Storeroom (Fig.92).



Storeroom

Explore the Storeroom. At the far end of the corridor is a machine with a keypad that you do not yet know how to operate (Fig.93).



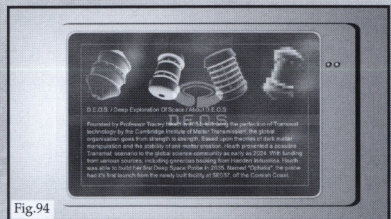
To exit this Storeroom, find two vertical green lines at the end of the aisle that highlight the door to the D.E.O.S. Corridor.

D.E.O.S. Corridor

The D.E.O.S. Corridor is patterned like a cross with one lengthy vertical corridor that leads to the Kitchen and a horizontal corridor that leads to the Medical Room and the Launch Room.

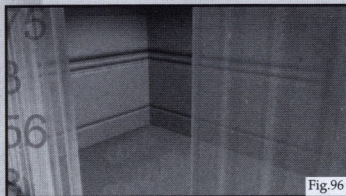
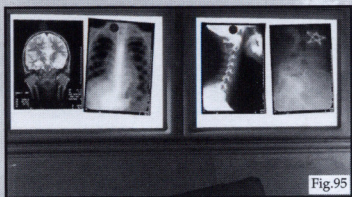
Along the vertical corridor are doors leading to the individual rooms of the crew. Just like the Fetch Rocks of 2090BC, 1912 & 2004, there seems to be no sign of life even though it appears to have been recently occupied.

Along the wall are images depicting deep space probes (Fig.94). D.E.O.S. is an acronym for Deep Exploration of Space, and according to the images a probe nicknamed Malakai was reported as missing. Is this the metallic device we discovered in 2090BC?



Medical Room

The horizontal passage to the left leads to the bluish Medical Room. X-rays and medical equipment dominate the small area (Fig.95). Behind a curtain, is a medical bed alcove that seems to emit a glow. Use your goggles to reveal a pattern of ghostly numbers left behind on the empty bed which reads 00:05, 20/04/90 (Fig.96).



The Launch Room

At the opposite end of this horizontal passage is the Launch Room, but you won't be able to enter until you have a key.

Further clues will have to be found in the personal quarters of the crew members. Each room may be entered by pressing the entry button below the occupant's photograph.

Mitsuyo Taku's Room

The diary entries on her PDA voice her concerns that someone has been sneaking into her room. To catch the culprit, Mitsuyo planned to collect fingerprints during a crew member's birthday party the next day. To help identify the fingerprint, she would need a Xi-Light, which can be retrieved by entering the correct numbers into the keypad back in the Storeroom. Towards the end of her diary entries, Mitsuyo writes that the base has been put on lockdown and that she has been summoned to the Medical Room.

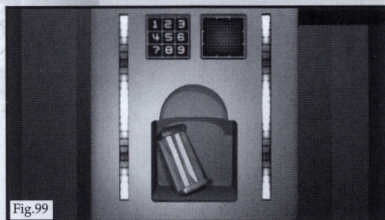
On her work desk, a fingerprint machine (Fig.97) is connected to a plasma screen on the wall. On the lower half of her bed to the



right, you can find the small strips of plastic that can be used to collect fingerprints (Fig.98). Take them for your inventory. The clue to the mystery of the missing crew must lie in obtaining the fingerprints, so return to the storeroom and use the code Mitsuyo provided to obtain the Xi-Light.

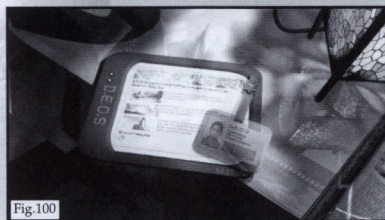
Storeroom

On the keypad enter code number 391 865. After collecting the Xi-Light (Fig.99), return to the D.E.O.S. Corridor to continue to explore the crew's rooms.



Vimal Dahyis' Room

Vimal's Room is a disorderly mess of books and research material. From the PDA on his desk you discover Vimal had been studying the history of the area before he disappeared (Fig.100).



Ivan Krozt's Room

Ivan's Room is cluttered with cards and gifts gathered from his birthday party. On Ivan's bed, buried beneath his comic books, is a remote control device (Fig.101) that can be added to your inventory. This must activate something in this room.



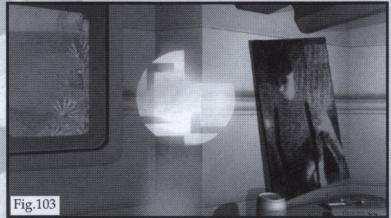
On the desk across from the bed are some birthday cards that, when read, reveal that Ivan's parents gave him a toy robot for his birthday. Further down the desk is the robot, waiting patiently to be played with.

The remote seems to accept color-coded patterns; the robot is most likely programmed to perform different functions according to the

color-code that is entered. Point the remote towards the robot and input the color-code you discovered on the floppy disk found in the Bronze Age: Pink – Green – Red – Blue – Orange (Fig.102).



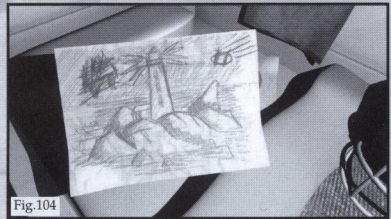
The robot springs into action, turning its head, it then projects a beam across the room which then appears as a glowing pink symbol on the wall (Fig.103). Take note of the symbol and its color.



Corbin Hart's Room

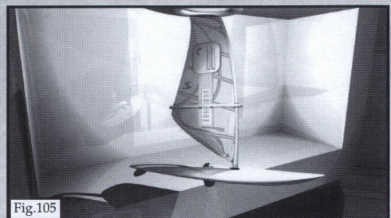
This is perhaps the most interesting room of all, as careful reading will reveal. The letters and journal entries collected around the room reveal a situation that is eerily similar to that which was documented by James Woolf back in 1912.

Corbin is a family man who has been receiving worrisome letters from his wife and children. Visions of



lighthouses and strange men haunt their dreams and materialize in the children's crayon drawings (Fig.104). An MP3 player on his desk plays a chilling message from his family.

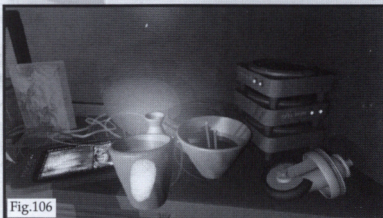
Before leaving this room, check the niche beside the door under the model of a wind surfing board to find the key to the Launch Room (Fig.105). Now check out the remnants of the birthday party in the Kitchen and search for the incriminating fingerprint.



The Kitchen

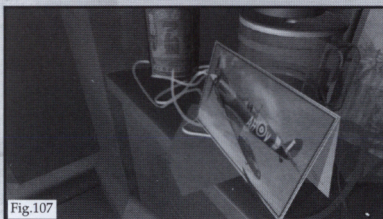
This is the Crew Kitchen from 1912, only now instead of being housed in a lighthouse it is in a station used to launch probes into the deepest parts of space.

The party favors and refreshments are still scattered across the room. A small sake cup on the counter reveals a telling fingerprint under the Xi-Light (Fig.106). Use the small strip of plastic from Mitsuyo's room to copy the print.



There is also a recipe PDA on the counter. This PDA contains much more than recipes – it also contains secret entries written by Mitsuyo, that reveal she is worried about Magnus, and that she thought his body seemed to glow at the party. Could that have been the origin of the glow back in the medical room? And what happened to the body?

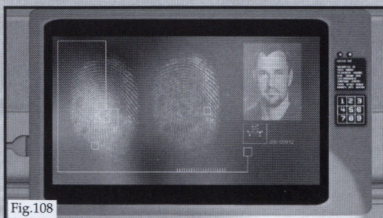
Before leaving the Kitchen to examine the fingerprint, take special note of the birthday card with the photo of the Spitfire; this will be your portal back to 2004 (Fig.107).



Mitsuyo Taku's Room

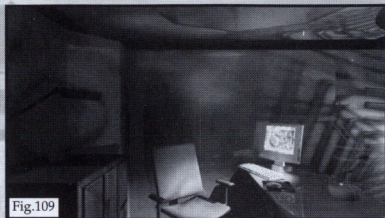
Insert the copy of the fingerprint into the scanner on the desk. The fingerprint will be displayed on the plasma screen and you can now search through the database for a match.

The fingerprint belongs to Magnus (Fig.108), the engineer whose glowing body has disappeared from the Medical Center. It was he who was sneaking into his fellow employee's rooms and turning them against each other.



The Launch Room

Insert the key in the wall lock to allow access to the Launch Room. It was here that the launch of the Malakai probe originated (Fig.109). But what went wrong? How did the probe travel back in time?



According to the documents in Corbin Hart's room, Corbin lost contact with the probe, but suspected that Malakai was technology gone mad. The probe, in fact, never traveled into deep space but instead traveled back in time, never leaving its launch pad.

Over the years, the diseased probe has driven to madness anyone who came within its proximity. In the deepest part of the 1912 Lighthouse - where the Basement area was built over the probe - Drake was driven to madness and killed his fellow Lighthouse keepers before destroying himself.

In the Bronze Age, the native population worshipped the device until it drove one of them insane and wiped out the entire settlement.

In the Lighthouse of 2004, the strange happenings that usually precluded the murders had led to the tourist attraction being closed on the fateful day of April 29th, and the only occupant was Polly White - who did not kill anyone, but convinced the staff to leave for the day - and the ghost of you, Benjamin Parker.

And finally Malakai had possessed engineer Magnus, who had been working on an elevator that descended into the depth of the space base where Malakai awaited a fresh victim.

Now that you, as Benjamin, have collected the information needed to return Malakai to the future, it is time to return to the Bronze Age of 2090BC.

Touch the Spitfire card in the Kitchen to be transported to the 2004 Discovery Center and then return to the Lighthouse and touch any of the photos that will return you to the Lighthouse of 1912. From there go back to Drake's Room.

To unlock the panel, click on the stars in the order indicated from left to right.

From left to right:

Click the 1st star

Click the 2nd star

Click the 1st star

Click the 3rd star

Click the 2nd star

Click the 4th star

Click the 3rd star

Click the 4th star

Go to where the reed photo in the secret cupboard in the closet. It will return you to 2090BC (the pass code is R3782).

2090BC

Return to the cave where Malakai awaits, go through the tunnel to the probe Malakai. You now have all the information necessary to return the probe to the year 2090AD.

The first detail to be entered is the launch time and date, then the special coordinates and finally the colored codes:

Time & Date – 00:05 20/04/90 (from Medical Alcove)

Coordinates – X 160 140 090 (1912 book on landing where letter X was on map)

Y 120 180 020 (radio dials in 2004 Discovery Center, Y from propeller)

Z 180 110 150 (2090BC Seahenge posts with Z on stone)

Symbol Color Order – Purple, Green, Yellow, Blue

Symbol Order – Symbol from 1912 lamp lens

Symbol from 2004 pool of water in Cave

Symbol from Ivan's robot projection

Symbol from bowl of eggs in 2090BC settlement

The correct order is entered by clicking on the first symbol wheel 2 times, the second wheel 9 times, the third wheel 3 times, and the fourth wheel 6 times (Fig.110).



Fig.110

Once all of the coordinates have been entered correctly, press the launch button and Malakai will purr to life and disappear as it returns to the future from which it came.

As for you, why were you chosen to undergo this trial, and will your name and reputation now be cleared?

That is a story for another time.

NOTES:



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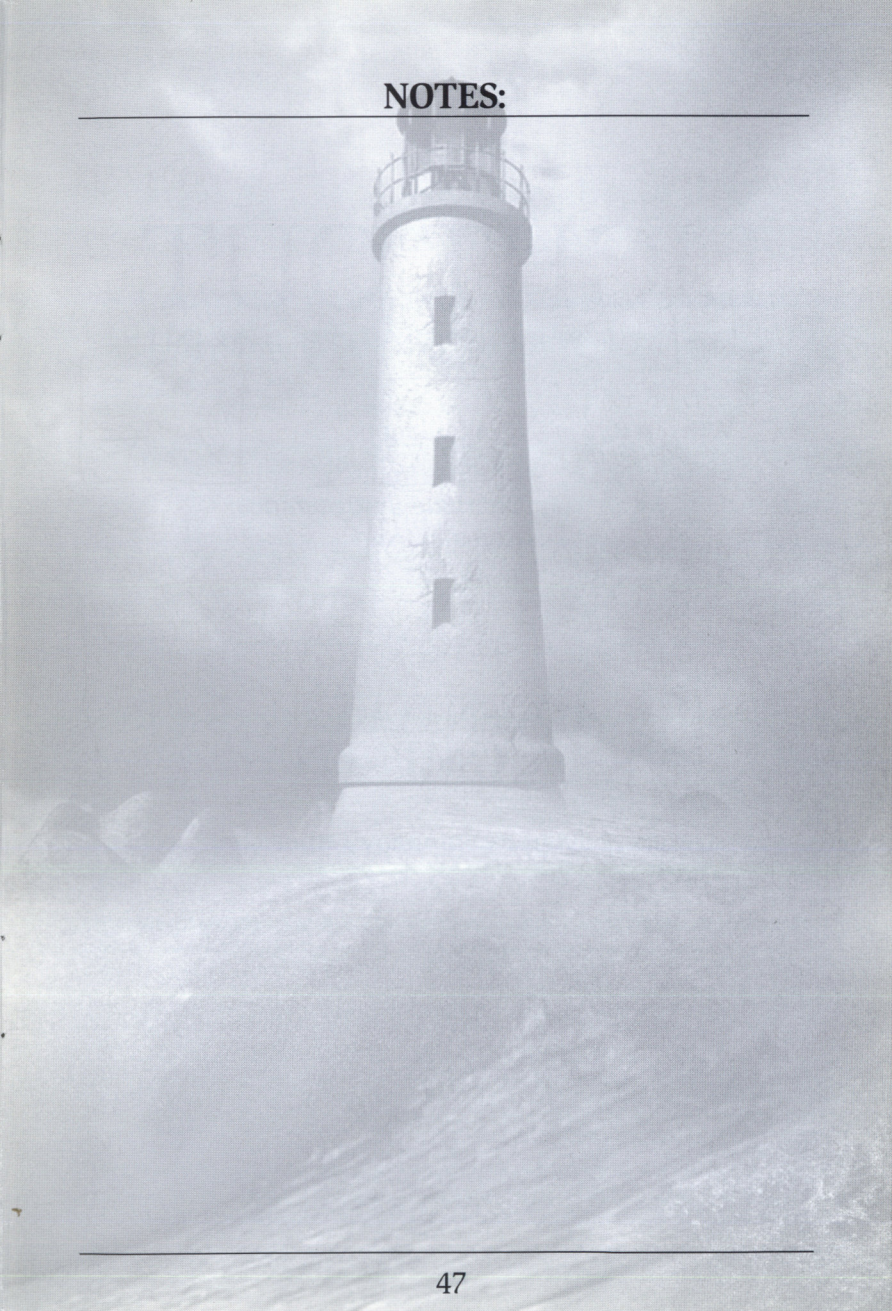
NOTES:



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